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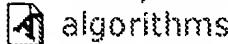
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1 Group classification using a mix of genetic programming and genetic 82%

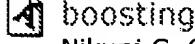


algorithms

Aaron Konstam

Proceedings of the 1998 ACM symposium on Applied Computing February 1998

2 Experimental comparisons of online and batch versions of bagging and 80%

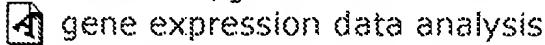


Nikunj C. Oza , Stuart Russell

Proceedings of the seventh ACM SIGKDD international conference on Knowledge discovery and data mining August 2001

Bagging and *boosting* are well-known ensemble learning methods. They combine multiple learned base models with the aim of improving generalization performance. To date, they have been used primarily in *batch* mode, i.e., they require multiple passes through the training data. In previous work, we presented online bagging and boosting algorithms that only require one pass through the training data and presented experimental results on some relatively small datasets. Through add ...

3 Industrial/government track: Capturing best practice for microarray 80%



gene expression data analysis

Gregory Piatetsky-Shapiro , Tom Khabaza , Sridhar Ramaswamy

Proceedings of the ninth ACM SIGKDD international conference on Knowledge discovery and data mining August 2003

Analyzing gene expression data from microarray devices has many important application in medicine and biology, but presents significant challenges to data mining. Microarray data typically has many attributes (genes) and few examples (samples), making the process of correctly analyzing such data difficult to formulate and prone to common mistakes. For this reason it is unusually important to capture and record good practices for this form of data mining. This paper presents a process for analyzi ...

4 SIGSAM BULLETIN: Computer algebra in the life sciences 80%
 Michael P. Barnett
ACM SIGSAM Bulletin December 2002
Volume 36 Issue 4
This note (1) provides references to recent work that applies computer algebra (CA) to the life sciences, (2) cites literature that explains the biological background of each application, (3) states the mathematical methods that are used, (4) mentions the benefits of CA, and (5) suggests some topics for future work.

5 Feature selection in unsupervised learning via evolutionary search 80%
 YeongSeog Kim , W. Nick Street , Filippo Menczer
Proceedings of the sixth ACM SIGKDD international conference on Knowledge discovery and data mining August 2000

6 New techniques for best-match retrieval 77%
 Dennis Shasha , Tsong-Li Wang
ACM Transactions on Information Systems (TOIS) April 1990
Volume 8 Issue 2
A scheme to answer best-match queries from a file containing a collection of objects is described. A best-match query is to find the objects in the file that are closest (according to some (dis)similarity measure) to a given target. Previous work [5, 331] suggests that one can reduce the number of comparisons required to achieve the desired results using the triangle inequality, starting with a data structure for the file that reflects some precomputed intrafile distances. We gen ...

7 Classification and feature selection applied to breast cancer diagnosis 77%
 Olvi Managasarian
ACM SIGBIO Newsletter December 1998
Volume 18 Issue 3
Mathematical programming techniques are applied to the problems of classification, feature selection and clustering. The resulting classification and feature selection algorithms have been applied to the problem of breast cancer diagnosis. The clustering algorithms have been applied to the problem of grouping breast cancer patients with similar prognosis, as determined by survival curves (Kaplan-Meier).

8 Health care fraud investigation using data mining 77%
 Miguel Artur Feldens
ACM SIGBIO Newsletter December 1998
Volume 18 Issue 3
Development of intelligent information systems applied to health care system in Brazil. Data mining is being used as a tool to provide high level information for hospital administration, as well as to discover regularities. These regularities are tools for the investigation of fraud in the public health care system.

9 Toward memory-based reasoning 77%
 Craig Stanfill , David Waltz
Communications of the ACM December 1986
Volume 29 Issue 12
The intensive use of memory to recall specific episodes from the past—rather than rules—should be the foundation of machine reasoning.

77%

10 Microarrays: how many do you need?

 Alexander Zien , Juliane Fluck , Ralf Zimmer , Thomas Lengauer

Proceedings of the sixth annual international conference on Computational biology April 2002

We estimate the number of microarrays that is required in order to gain reliable results from a common type of study: the pairwise comparison of different classes of samples. Current knowledge seems to suffice for the construction of models that are realistic with respect to searches for individual differentially expressed genes. Such models allow to investigate the dependence of the required number of samples on the relevant parameters: the biological variability of the samples within each class ...

11 PERSIVAL, a system for personalized search and summarization over

77%

 multimedia healthcare information

Kathleen R. McKeown , Shih-Fu Chang , James Cimino , Steven Feiner , Carol Friedman , Luis Gravano , Vasileios Hatzivassiloglou , Steven Johnson , Desmond A. Jordan , Judith L. Klavans , André Kushniruk , Vimla Patel , Simone Teufel

Proceedings of the first ACM/IEEE-CS joint conference on Digital libraries January 2001

In healthcare settings, patients need access to online information that can help them understand their medical situation. Physicians need information that is clinically relevant to an individual patient. In this paper, we present our progress on developing a system, PERSIVAL, that is designed to provide personalized access to a distributed patient care digital library. Using the secure, online patient records at New York Presbyterian Hospital as a user model, PERSIVAL's components tailor s ...

12 Efficient reasoning

77%

 Russell Greiner , Christian Darken , N. Iwan Santoso

ACM Computing Surveys (CSUR) March 2001

Volume 33 Issue 1

Many tasks require "reasoning"—i.e., deriving conclusions from a corpus of explicitly stored information—to solve their range of problems. An ideal reasoning system would produce all-and-only the correct answers to every possible query, produce answers that are as specific as possible, be expressive enough to permit any possible fact to be stored and any possible query to be asked, and be (time) efficient

13 Creating creativity: user interfaces for supporting innovation

77%

 Ben Shneiderman

ACM Transactions on Computer-Human Interaction (TOCHI) March 2000

Volume 7 Issue 1

A challenge for human-computer interaction researchers and user interface designers is to construct information technologies that support creativity. This ambitious goal can be attained by building on an adequate understanding of creative processes. This article offers a four-phase framework for creativity that might assist designers in providing effective tools for users: (1)Collect: learn from previous works stored in libraries, the Web, etc.; (2) Relate ...

14 Complexity of finite-horizon Markov decision process problems

77%

 Martin Mundhenk , Judy Goldsmith , Christopher Lusena , Eric Allender

Journal of the ACM (JACM) July 2000

Volume 47 Issue 4

Controlled stochastic systems occur in science engineering, manufacturing, social sciences, and many other contexts. If the systems is modeled as a Markov decision process (MDP) and will run ad infinitum, the optimal control policy can be computed

in polynomial time using linear programming. The problems considered here assume that the time that the process will run is finite, and based on the size of the input. There are many factors that compound the complexity of computation ...

15 Pedagogical agents on the Web 77%

 Erin Shaw , W. Lewis Johnson , Rajaram Ganeshan

Proceedings of the third annual conference on Autonomous Agents April 1999

16 A survey of image registration techniques 77%

 Lisa Gottesfeld Brown

ACM Computing Surveys (CSUR) December 1992

Volume 24 Issue 4

Registration is a fundamental task in image processing used to match two or more pictures taken, for example, at different times, from different sensors, or from different viewpoints. Virtually all large systems which evaluate images require the registration of images, or a closely related operation, as an intermediate step. Specific examples of systems where image registration is a significant component include matching a target with a real-time image of a scene for target recognition, monitoring ...

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